

1. A method for participating in a network type game, comprising the steps of:

a game which is conducted at a specific location is distributed in real time over a transmission line via a server;

a person who desires to participate in the game receives the game via a terminal device; and

the person participates in the game which is conducted at the specific location by conversing with the server via the transmission line.

2. A method for participating in a network type game according to Claim 1, wherein the game which is distributed in real time from the server includes moving image data, or of data which is adequate for the terminal device to synthesize a moving image.

3. A method for participating in a network type game according to Claim 1, wherein, in the game which is distributed in real time, there is included reference time information which absorbs the time difference between the game which is conducted at the specific location and the game which is conducted upon the terminal device.

4. A method for participating in a network type game according to Claim 2, wherein, in the game which is distributed in real time, there is included reference time information which absorbs the time difference between the game which is conducted at the specific location and the game which is conducted upon the terminal device.

5. A method for participating in a network type game according to Claim 1, wherein protection is provided for points which are deducted due to participation in the game or

due to exchange for merchandise so that deduction of points for a subsequent event does not occur before the deduction of points for a previous event has been completed.

6. A method for participating in a network type game according to Claim 2, wherein protection is provided for points which are deducted due to participation in the game or due to exchange for merchandise so that deduction of points for a subsequent event does not occur before the deduction of points for a previous event has been completed.

7. A network type game server system which is connected via a transmission line to a terminal device which is operated by a person who desires to participate in a game which is conducted at a specific location, comprising:

a game distribution section which distributes the game which is conducted at the specific location via the transmission line in real time; and

a man-machine control section which performs conversation with the person who wishes to participate in the game via the terminal device, permits the person to participate in the game which is conducted at the specific location, and controls the progress of the game.

8. A network type game server system according to Claim 7, wherein time information to be used as reference is included in the game distributed as moving images, and further comprising a time lag control section which absorbs the time difference between the game which is conducted at the specific location and the game which is conducted upon the terminal device by using the time information.

9. A network type game server system according to Claim 7, further comprising a points control section which provides protection for points which are deducted due to participation in the game or due to exchange for merchandise so that deduction of points for a subsequent event does not occur before the deduction of points for a previous event has been completed.

10. A recording medium upon which is recorded a server program which can be read by a computer which is employed in a network type game server system which is connected via a transmission line to a terminal device which is operated by a person who desires to participate in a game which is conducted at a specific location,

wherein the server program includes a first step of distributing the game which is conducted at the specific location via the transmission line in real time, and a second step of performing conversation with the person who wishes to participate in the game via the terminal device, permitting the person to participate in the game which is conducted at the specific location, and controlling the progress of the game.

11. A recording medium according to Claim 10, wherein the second step includes a step of absorbing the time difference between the game which is conducted at the specific location and the game which is conducted upon the terminal device, using time information to be used as reference which is included in the game distributed as moving images.

12. A recording medium according to Claim 10, wherein the second step includes a step of providing protection for points which are deducted due to participation in the game or

due to exchange for merchandise so that deduction of points for a subsequent event does not occur before the deduction of points for a previous event has been completed.